Replacement Sheet

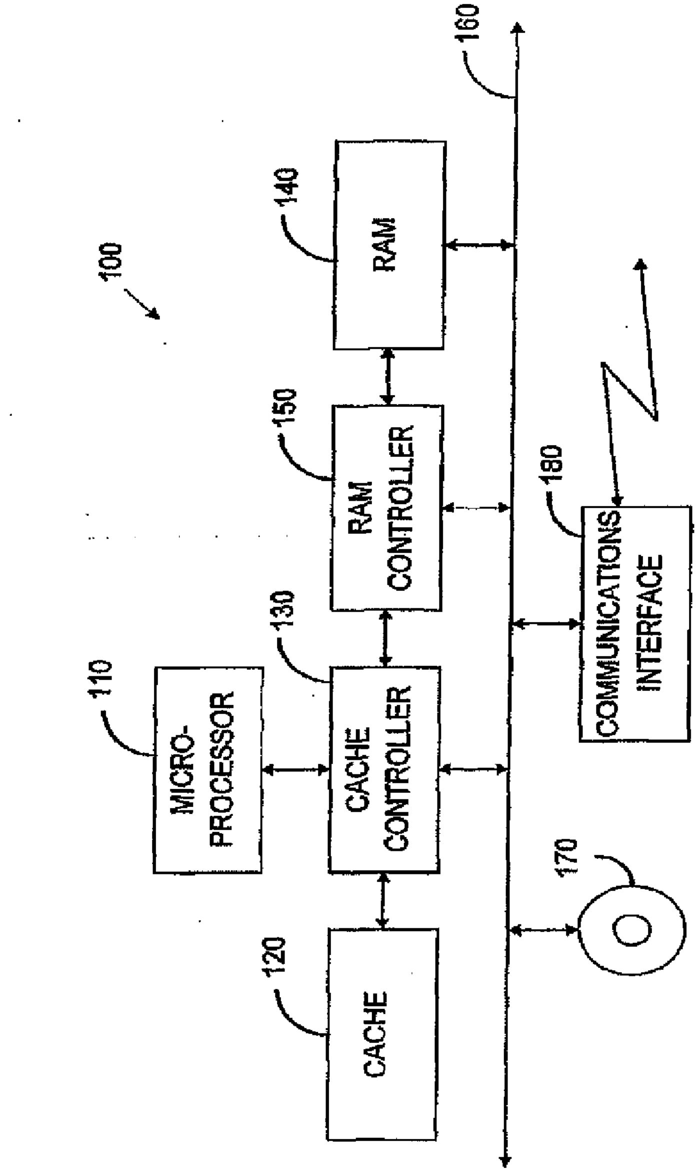

Fig. 1

(Prior Art)

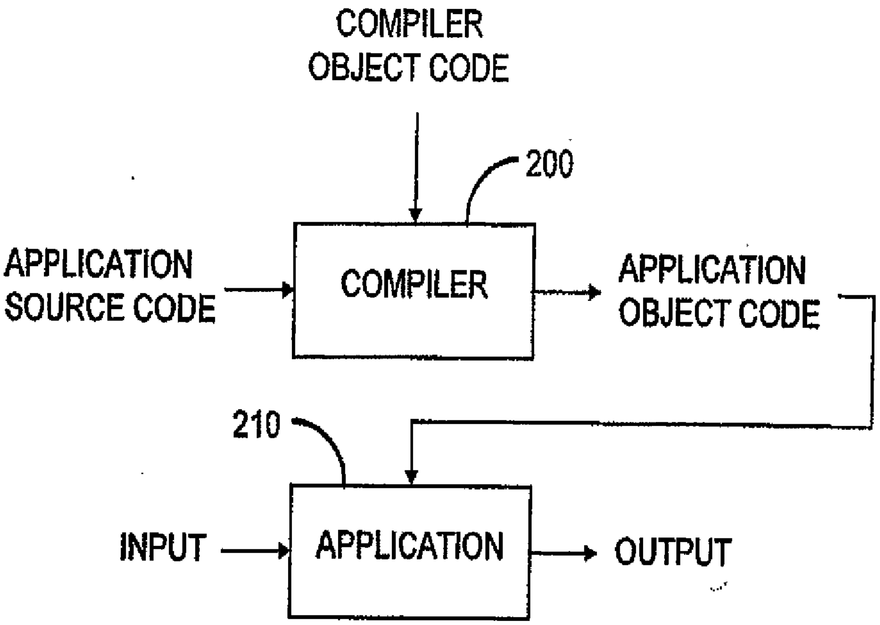

FIG. 2
(Prior Art)

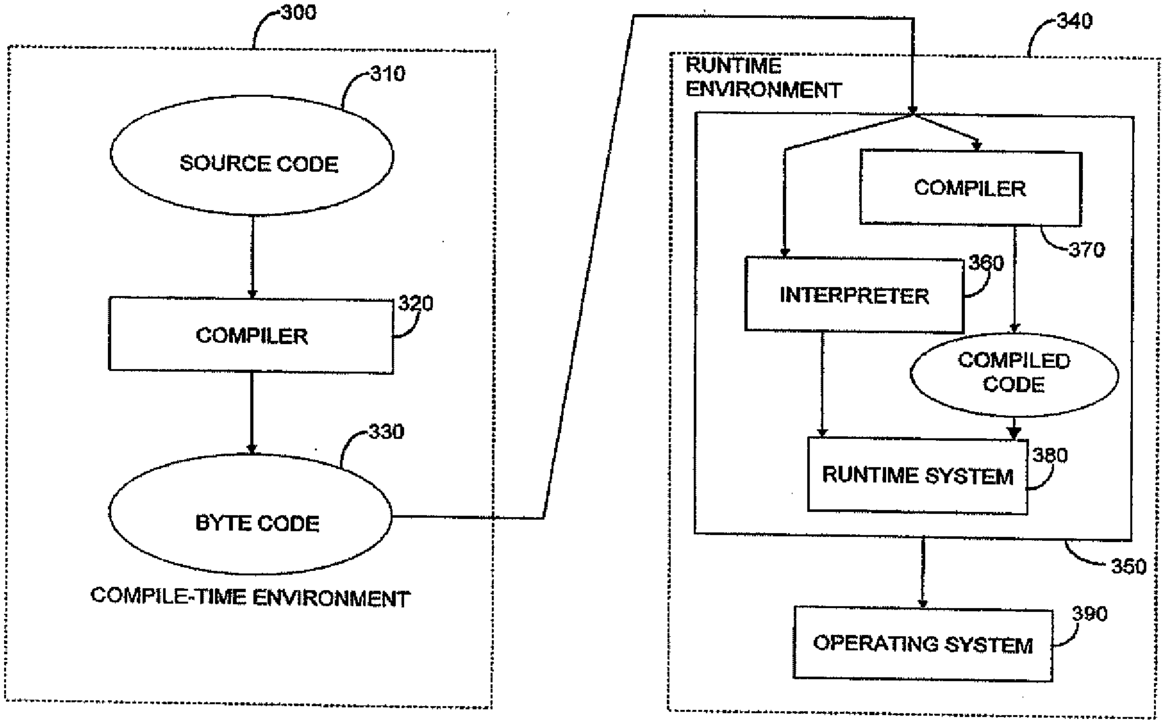

FIG. 3

(Prior Art)

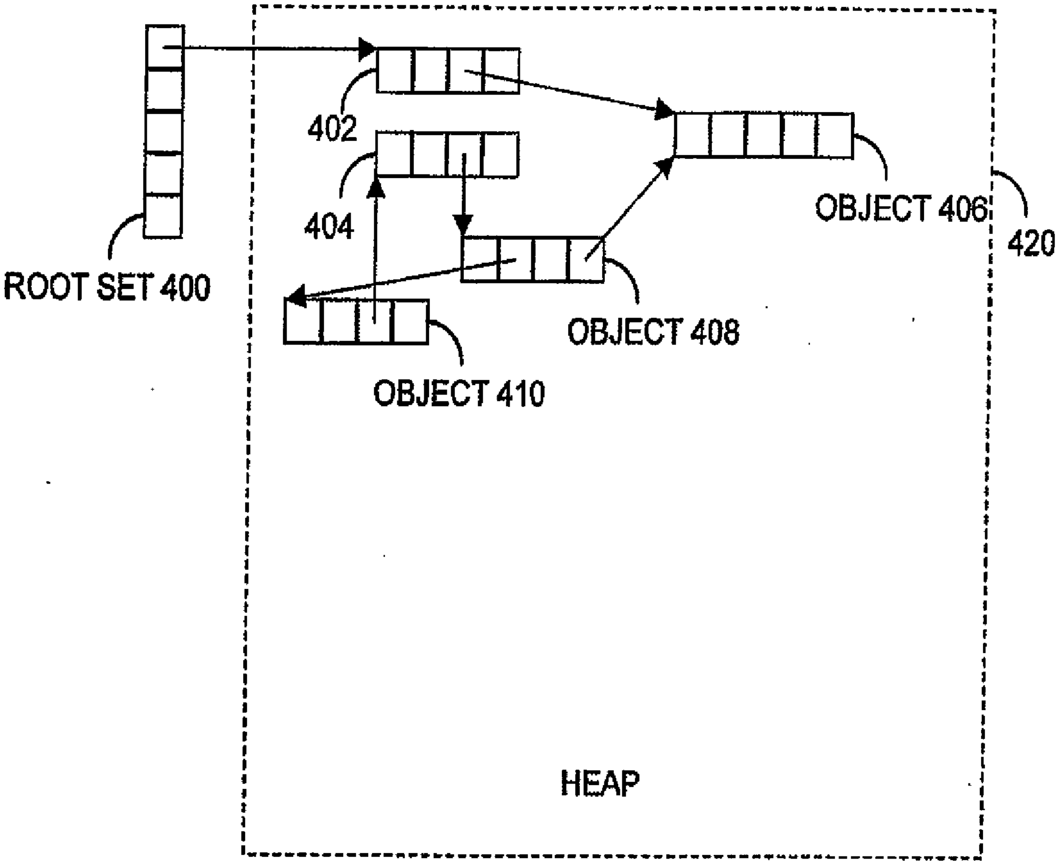

FIG. 4

(Prior Art)

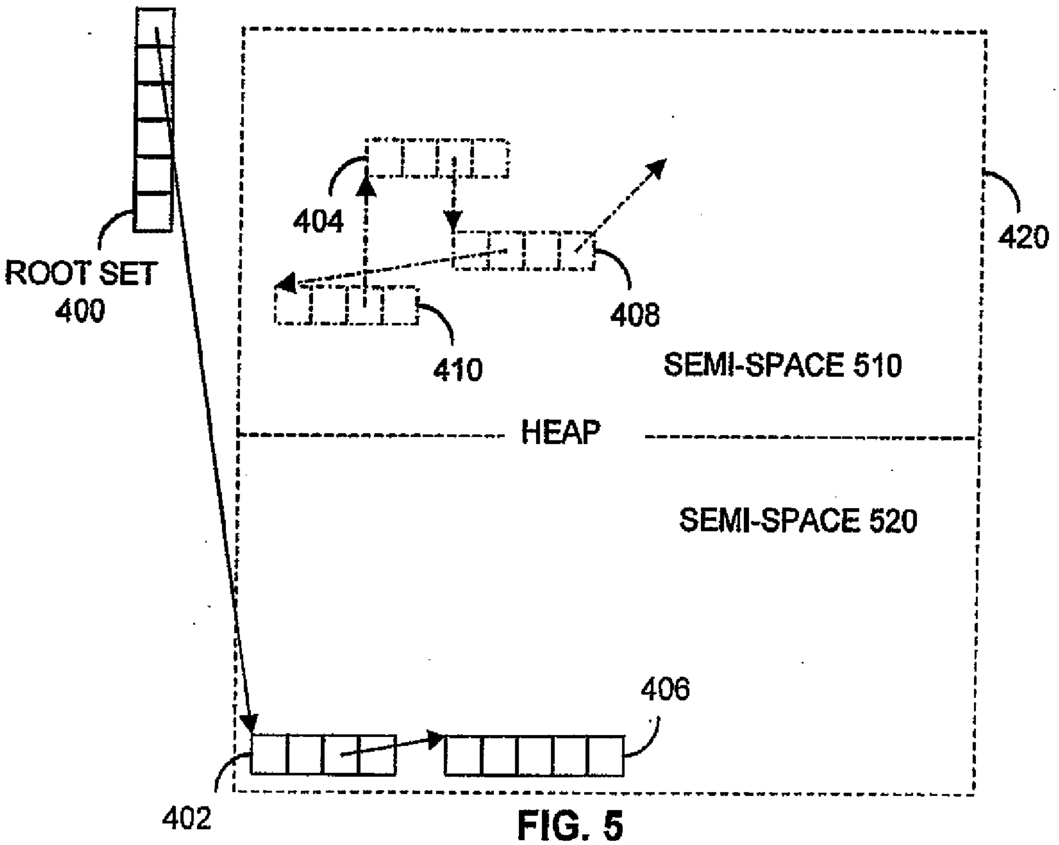

FIG. 5

(Prior Art)

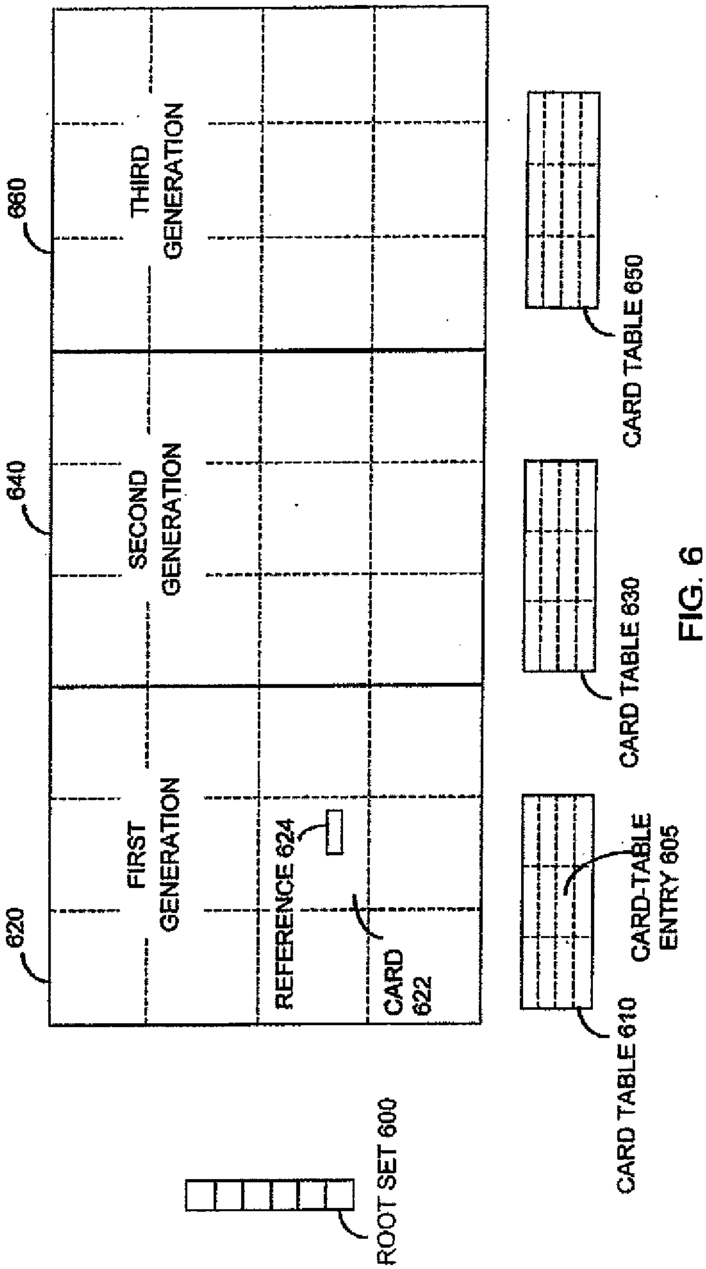

FIG. 6
(Prior Art)

```
/* Mature object O is modified by a write operation */
/* Register_1 stores object O's starting address*/
/* Register_2 stores a value that will modify object O*/
/* Register_3 stores the base address of a card table*/
/* Register_4 is a "working" register*/
/* Log_card_size is a base_2 log of the card size*/
/* C is the offset of a reference field modified in object O*/
/* Mutator code begins */
                    ⋮
/* A mutator instruction modifies a reference in the Object O */
        STW Register_2, (Register_1 + C)
/* Write-barrier code corresponding to the reference modification */
        ADD Register_1, C, Register_4
        SRL Register_4, log_card_size, Register_4
        STB 0, (Register_3 + Register_4)
/* Mutator code continues */
                    ⋮
```

FIG. 7

(Prior Art)